SNS-A3ZE-USA

ULTIMATE MORTAL KOMBAT 3

INSTRUCTION BOOKLET

MATURE M AGES 17+ CONTENT RATED BY ESRB

Williams Entertainment Inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Williams Entertainment Inc.

MIDWAY

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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your Super NES®.
- Make sure a Controller is plugged into the #1 Port on the Super NES® System.
- Insert the Game Pak into the slot on the Super NES®. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the Ultimate Mortal Kombat®3 title screen, you may bypass at any time by pressing START.
- Press START to get to the Main Menu. Here you have two choices: START or OPTIONS. Press up/down on the control pad to highlight with the rotating coin. Then press START to select your choice. Good Luck!

This product is not designed for use with the Super NES® Mouse, Super NES® Super Scope or Super NES® Multi-Player Adapters.

THERE IS NO KNOWLEDGE THAT IS NOT POWER...

"You have been chosen to represent Earth in Mortal Kombat. Be warned. For although your souls are safe from Shao Kahn's evil: your lives are not. I can no longer interfere, as your Earth is now ruled by the Outworld gods."

...These are the words of Rayden

The Shaolin Tournament for Martial Arts, better known as Mortal Kombat was, for countless ages, a noble institution that tested the metal of the very best Warriors. Years ago, the Tournament was corrupted by the evil sorcerer Shang Tsung who dared to take not only the lives of his opponents, but their very souls. Eventually, it became known that Shang Tsung was acting at the behest of his diabolical master Shao Kahn, Emperor of the Outworld, who planned to claim all the souls on earth. The Champions of Earth: Liu Kang, Kung Lao, their Ancestors and others have, so far, thwarted this plan. For centuries Earth has used Mortal Kombat to defend itself against the Outworld's Emperor, Shao Kahn.

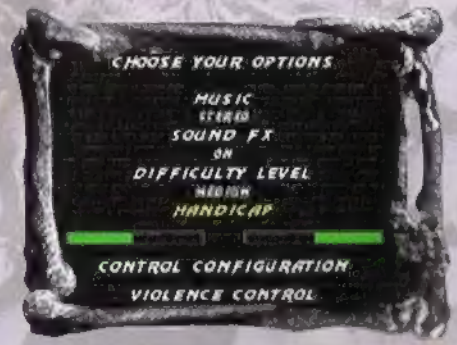
Frustrated by failed attempts to take Earth through Tournament battle, Kahn enacts a plan which began 10,000 years ago. During that time Shao Kahn had a Queen named Sindel and her early death was unexpected. Kahn's Shadow Priests, led by Shang Tsung, made it possible for Sindel's spirit to someday be reborn: not on the Outworld, but on the Earth Realm itself.

This evil act gives Shao Kahn the power to step through the dimensional gates and reclaim his Queen, thus enabling him to finally seize the Earth Realm.

Upon breaching the portal into Earth, Shao Kahn slowly transforms the planet into a part of the Outworld. He strips the Earth of all human life - claiming every soul as his own. But there are souls which Kahn cannot take. These souls belong to the Warriors chosen to represent Earth in a new Mortal Kombat. The remaining humans are scattered throughout the planet. Shao Kahn sends an army of fierce Outworld Warriors to find and eliminate them. Some of Earth's Warriors survive the attacks. Most do not. The remaining few hold the one chance at saving all of human kind.

OPTIONS

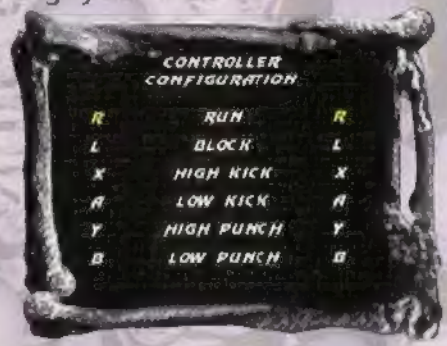
If you select OPTIONS at the Main Menu you will go to the Options Screen. Here you will be able to modify a number of the game features by using the **Control Pad**. Use the **Control Pad Up/Down** and **Left/Right** to select the settings you want.



MUSIC: MONO, STEREO
SOUND FX: ON, OFF
DIFFICULTY: VERY EASY, EASY, MEDIUM, HARD, VERY HARD
HANDICAP: (Bar graph)
CONTROL CONFIGURATION: (see next page)
VIOLENCE CONTROL: (see next page)

CONTROL CONFIGURATION:

Highlight "CONTROL CONFIGURE" to customize your Controller. Use the **Control Pad Up/Down** to highlight the control you want to change and then press the button that corresponds with the change you desire.



VIOLENCE CONTROL:

If you scroll down to Violence Control and press an **Action Button** you will go to the Violence Control Screen where you may select **Fatalities** - ON or OFF and **Blood** - ON or OFF

After you have finished with your options, press **START** to get back to the menu hierarchy. When you get to the Main Menu, press **START** and you will go directly to the Fighter Select Screen.

KOMBAT MODES & FIGHTERS

There are three different modes of Kombat on the MODE SELECT Screen: MORTAL KOMBAT, 4-PLAYER TWO-ON-TWO KOMBAT or 8-PLAYER TOURNAMENT KOMBAT. Any of these options will send you to the FIGHTER SELECT Screen, which has pictures of all the Warriors available to a player. The Mortal Kombat mode will allow you to choose one Fighter per player. The 4-Player mode will allow you to select two Fighters per player. The 8-Player mode will allow you to select a total of 8 Fighters. Use the **Control Pad** to move the colored frame onto the Fighter(s) of your choice. Press **Any Button except START** to select your Fighter(s) and begin your Kombat!

Once you have chosen your Fighter in the 1-Player Mortal Kombat mode, you will be transported to the CHOOSE YOUR DESTINY Screen. Press the **Control Pad Left/ Right** to toggle between the columns: NOVICE, WARRIOR, MASTER or MASTER II. Press **ANY Button** to select. You will see a large column scrolling with the characters' faces.

If a second player wishes to join the fight, he may do so at any time by pressing the **START Button**. This will return both players to the MODE SELECT Screen, where they can select the desired fighting mode. After selecting the mode, both players will be sent to the SELECT YOUR FIGHTER Screen, where they must choose Warriors again. If both players select the same Warrior, Player Two will be identified by a different color.

FIGHTING SUMMARY

The Tournament first tests a Warrior's fighting skill by pitting him against other Tournament challengers.

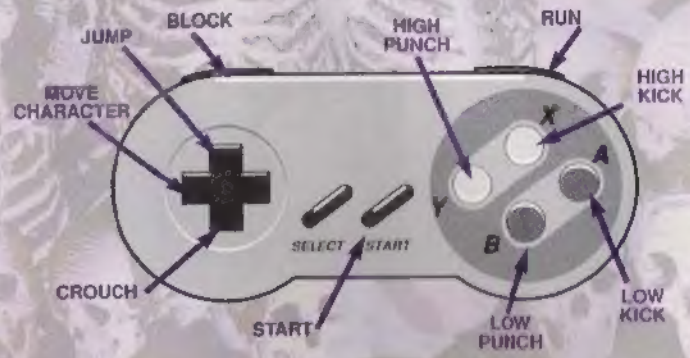
In all Mortal Kombat battles, meters in the upper part of the screen measure the health of each Warrior. Keep your eye on them! The meters begin each round indicating the Warrior's health is at 100%, but they are reduced with each blow taken. The amount of the reduction depends both on the type of hit and whether or not it was blocked. When a Warrior's health meter runs out, he/she is knocked out and the round goes to the opponent.

If time is up before either Kombatant is knocked out, the Warrior with fewer injuries is declared the victor. The first Warrior to win two rounds takes the match and moves on to the next opponent.

Also, pay attention to the Run Meters. The Run Meter allows you to perform combos and run toward your opponent. But they are "time sensitive". You can only activate the Run Function (or Combo Function) while the meter is **green**.

BASIC MOVES

Each kontestant invited to the Tournament has spent years in practice and meditation to perfect his/her martial arts skills. Before challenging these Warriors in Kombat, you too, should practice the martial arts by meditating on these lessons.



The best way to begin your training is with the fundamental moves: Kicks, Punches, Crouches, Jumps and Blocks. These moves may seem trivial compared to powerful and acrobatic moves like the Flying Kick. However, knowing how to stop, avoid or counteract a Flying Kick can be far more useful than knowing how to land one. These fundamental moves are the foundation for both a strong defense and a potent offense.

The **R Button (RUN)** is especially powerful. No longer can a foe hide by backing off. To Run, hold the **R Button** while pressing **Forward** on the **Control Pad**.

SPECIAL MOVES

All of the Mortal Kombat Warriors possess expert fighting skills. In that respect, they are equal to thousands of other Warriors around the universe. What raises them above their peers are the special moves which they have created and perfected.

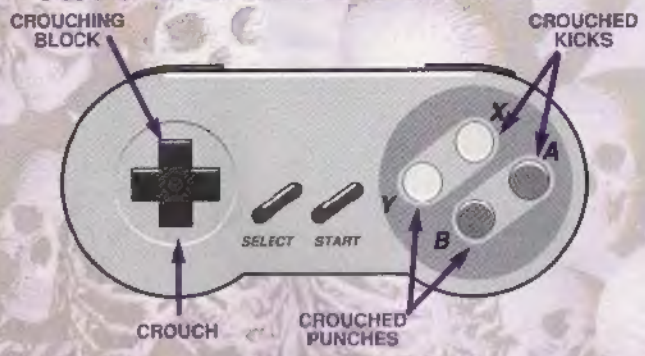
In order to become a superior Warrior, skilled enough to win the title of Grand Champion, you too must learn these moves. These moves, whether Special Kicks or Elemental Bolts, make the Mortal Kombat Warriors the fiercest and most ferocious Kombatants to be found. Mastering their special moves will make you the same.

KLOSE QUARTERS

Additional moves used during close-in Kombat situations are the Knee and the Throw. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent.

CHECK IT OUT: Pressing the **Attack Buttons** in a certain sequence will result in different "Kombos" for different characters.

KROUCHING MOVES



Defensively, the Crouching Moves allow one to escape from close proximity, avoid punches, aerial weapons and being thrown. Offensively, the uppercut, executed from the crouch, is one of the most powerful weapons in a Warrior's offensive arsenal.

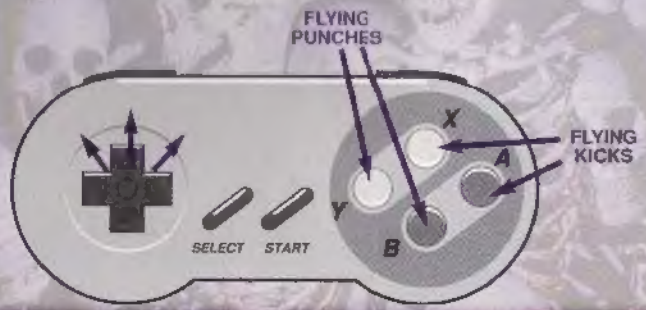
To do the Crouching Moves, hold the **Control Pad DOWN** and simultaneously push **X** or **A** for a Crouching Kick. Hold the **Control Pad DOWN** and push **Y** for Uppercut. The Block (**L Button**) can always be used to defend against your opponent's moves.

SPINNING MOVES

The Spin is the key to such exotic moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him on his butt. The Roundhouse is a Spinning Kick which nails your opponent in the face. To execute the Spin Moves, hold the **Control Pad AWAY** from your opponent while you press the **Kick Buttons**.

AERIAL MOVES

The final moves one should learn are the Aerial Moves: Flying Punches and Kicks. To execute them, either jump in place (**Control Pad UP**) OR towards (**Control Pad UP+Fwd/Back**) your opponent. Then press the **Attack Buttons** while in the air. However, unlike most attacks, Aerial Attacks must be timed properly in order to land blows, so keep your wits about you and watch your timing.



SECRET KODES

At the bottom of the VS BATTLE Screen you will see a row of six boxes with different Icons in them. Player 1 can change the symbols in the first three boxes by pressing his/her **LOW PUNCH, LOW KICK** and **HIGH KICK** (default: **Y, B,A**) **Buttons**.

0	DRAGON
1	MK
2	YIN / YANG
3	3
4	QUESTION
5	LIGHTNING
6	GORO
7	RAYDEN
8	SHAO KAHN
9	SKULL

Player 2 can do the same with the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play.

Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. If you hold up while pressing **Y, B,** or **A**, the order in which the Icons are cycled will be reversed.

This is important stuff, so pay attention! Here's an example: pressing the Player 1 **LOW PUNCH** (default: **Y Button**) once will change the Dragon Icon in the first box into a "MK" symbol; pressing it a second time will change it to the third Icon in the sequence (a Yin/Yang) and so on.

Pressing a button more than nine times will cause the order of the Icons to start over. In other words, pressing a button that corresponds to a box with a Skull symbol will change the Skull back to the original Dragon Icon.

Now, let's take a look at the code pictured above: Skull, Shao Kahn, Rayden, MK, Yin/Yang and 3. To enter this code, Player 1 presses **HIGH PUNCH** (default: **Y**) **Button** nine times, **LOW PUNCH** (default: **B**) eight times and **LOW KICK** (default: **A**) seven times.

Meanwhile, Player 2 presses **Y** one time, **B** twice and **A** three times. The match-up screen doesn't stay up for long, so you need to punch in the codes quickly!

Some players find it easier to memorize the codes by referring to them in terms of the number of Button presses it takes to get the proper symbols in place. For example, the code that activates the "Throwing Disabled" feature - MK, Dragon, Dragon, MK, Dragon, Dragon - is easier to remember in numeric form as: 100-100. Example, both Player 1 and Player 2 press **HIGH PUNCH** (default: **Y**) Button one time. Got it?

WARRIOR BIOS

KANO

Kano is thought to have been killed in the first Tournament Instead, he's found alive in the Outworld where he once again escapes capture by Sonya Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his Warriors how to use Earth's weapons. And Kano is the man to do it.

Knife Throw - D,B,HP
Grab & Choke - D,F,LP

REPTILE

Always a reliable servant to Shao Kahn, Reptile is chosen to assist Jade in the capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade Princess at all costs...even if it means her death.

Acid Spit - F,F,HP
Slow Forceball - B,B, HP+ LP

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

CYRAX

Cyrax is Unit LK-4D4, the second of three prototype Cybernetic Ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth

Energy Net - B,B,LK
Bomb - Hold LK,B,B,HK

LIU KANG

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

Fireball - F,F,HP
Flying Kick - F,F,HK

HP - High Punch **HK** High Kick **BL** Block **F** Forward **U** Up

JAX

After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war that Jax is prepared to win.

Gotcha Grab - F,F,LP
Missile - B,F,HP

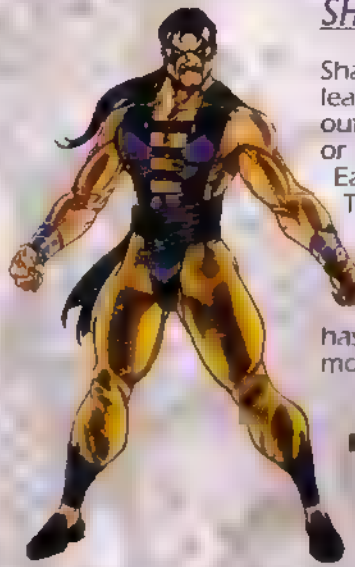
KABAL

As a Chosen Warrior, his identity is a mystery to all. It is believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.

Tornado Spin - B,F,LK
Ground Razor - B,B,B,RN

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

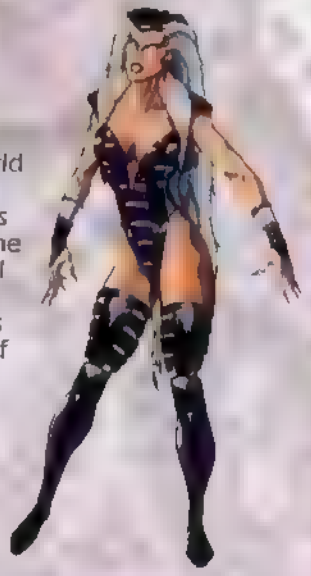
SHANG TSUNG



Shang Tsung is Shao Kahn's lead Sorcerer. He once fell out of favor with his Emperor after failing to win the Earth Realm through Tournament Battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.

Flaming Skull - B,B,HP
Hell Skulls - F,B,B,LK

SINDEL



She once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her untimely death, she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

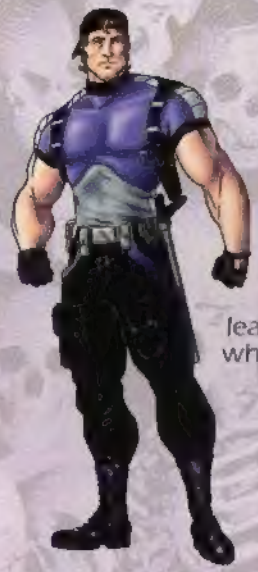
Shriek Wave - F,F,F,HP
Fireball - F,F,LP

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

SEKTOR

Sektor is actually the code name for Unit LK-9T9. He was the first of three prototype Cybernetic Ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion...he has no soul to take.

Missile - F,F,LP
Teleport Uppercut - F,F,LK



STRYKER

When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.

Grenade - D,B,LP
Nightstick Toss - F,F,HK

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

NIGHTWOLF

He works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his Shamen to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

Arrow - D,B,LP
Hatchet Uppercut - D,F,HP

KUNG LAO

Kung Lao's plan to reform his old group, The White Lotus Society, comes to a halt when Shao Kahn begins his invasion of Earth. As a Chosen Warrior, Lao must use his greatest fighting skills to bring down Shao Kahn's reign of terror.

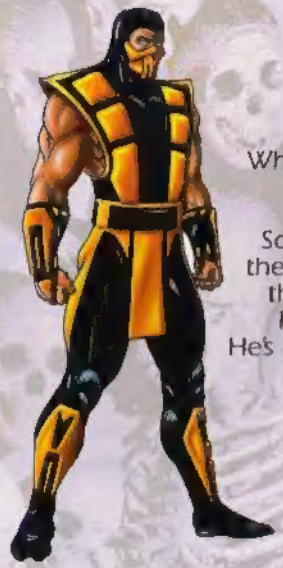
Hat Throw - B,F,LP
Dive Kick - D+HK in air

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

KITANA

Kitana is accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Kahn appoints a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of their true past.

Fan Toss - F,F,HP+LP
Fan Lift - B,B,B,HP



SCORPION

When Shao Kahn makes a failed attempt at stealing the souls which occupy Earth's hell, Scorpion is able to escape from the nether region. Free to roam the Earth once more, Scorpion holds allegiance with no one. He's a wild card in Earth's struggle against the Outworld.

Spear - B,B,LP
Teleport Punch - D,B,HP

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

SONYA

Sonya Blade disappears in the first tournament, but is later rescued from the Outworld by Jax. After returning to earth, she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

Ring Toss - D,F,LP
Bicycle Kick - B,B,D,HK

SUB-ZERO

The Ninja returns unmasked. He was betrayed by his own Ninja clan, the Lin Kuei. He broke the sacred Codes of Honor by leaving the Clan and is marked for death. But unlike the Ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins.

Freeze - D,F,LP
Ice Clone - D,B,LP

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

SMOKE

Smoke is unit LK-7T2, the third prototype cyber-ninja built by the Lin Kuei. He tries to escape the Lin Kuei automation process with Sub-Zero but is captured. His memories are stripped away leaving behind an emotionless killer. However, Sub-Zero believes that somewhere in this machine is a human soul trying to escape.

Spear - B,B,LP
Teleport Uppercut - F,F,LK

JADE

When the renegade Princess Kitana makes her escape into the unknown regions of Earth, Jade is appointed by Shao Kahn to bring her back alive. Once a close friend of the Princess, she is faced with the choice of betraying her friend or disobeying her Emperor.

Boomerang - B,F,LP
Shadow Kick - D,F,LK

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

SHAO KAHN

Many decades ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. Then, she died. Now, centuries later, Sindel is reborn. Since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn will finally seize the planet forever unless... (Unplayable Character)

MOTARO

In the realm of the Outworld, Motaro's race of Centaurians has long since come into conflict with the Shokan. When Shao Kahn formed special extermination squads to eliminate the Chosen Warriors of Earth, Motaro was appointed to head this elite group of Savage Warriors. (Unplayable Character)

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

KOMBAT NOTES

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